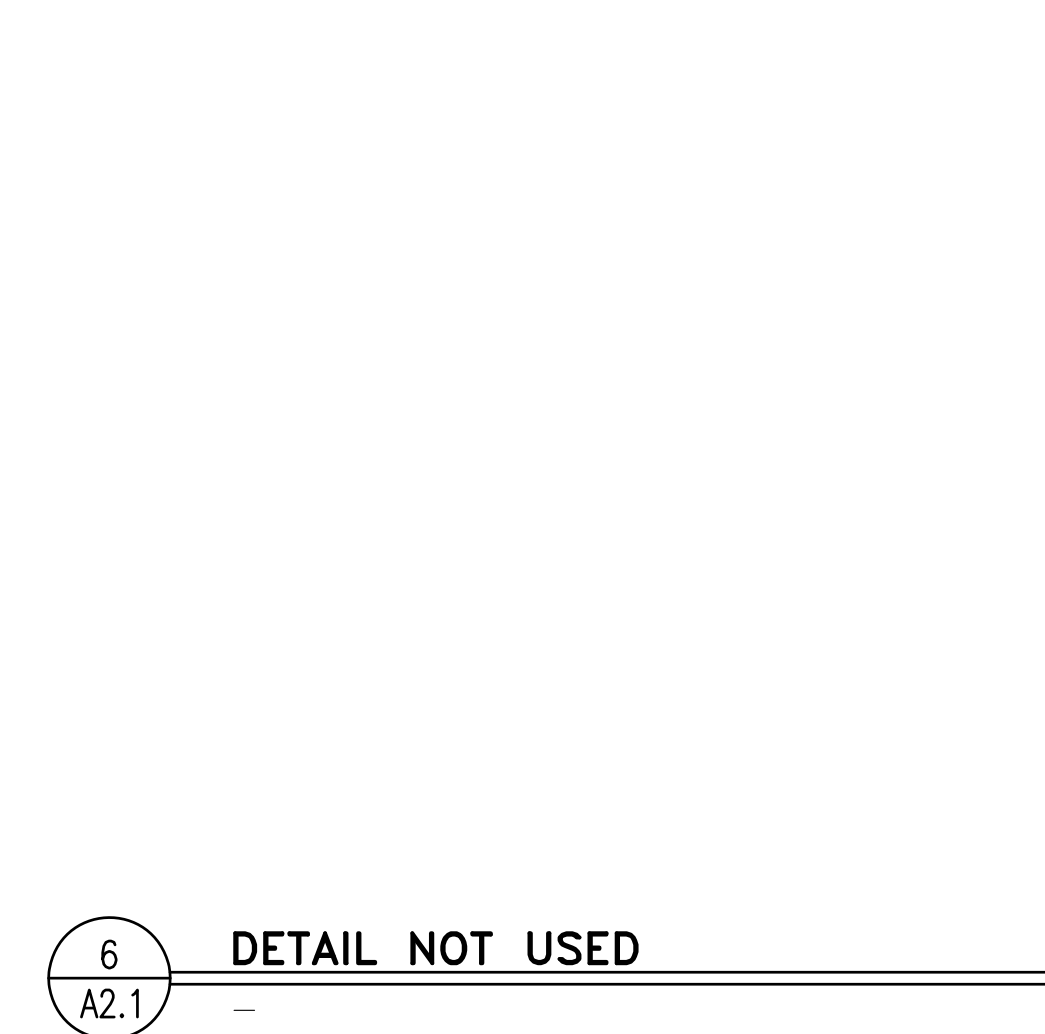
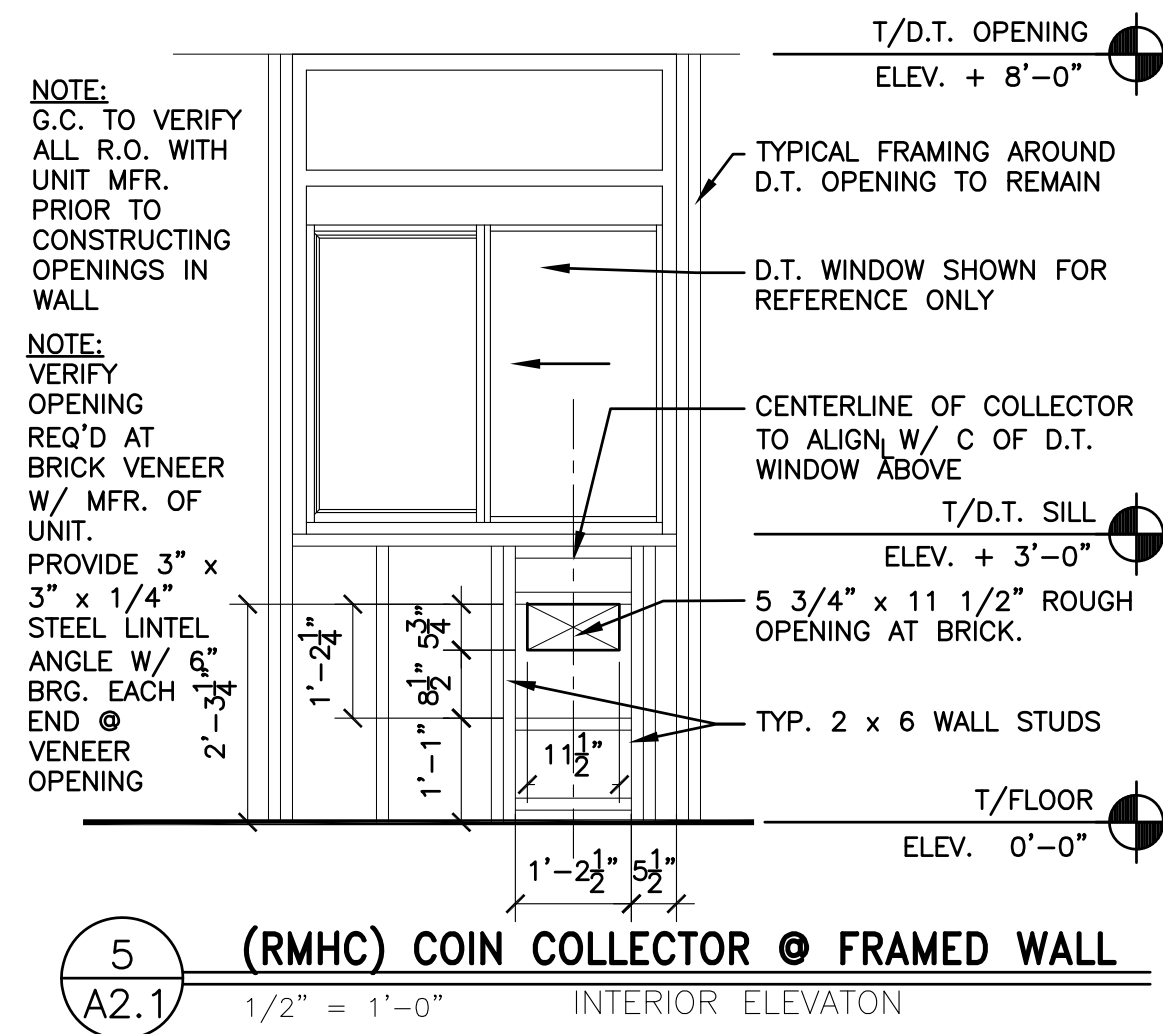
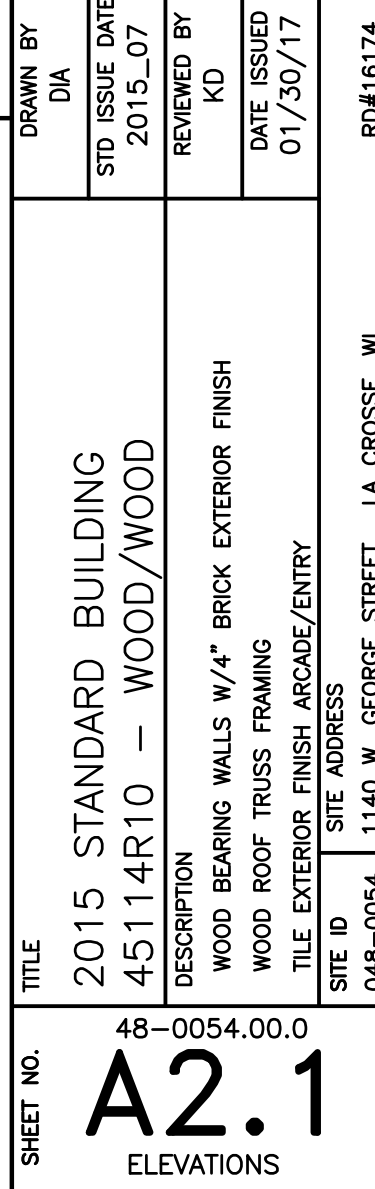
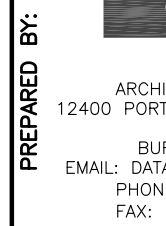


Signature	BRIAN R. JOHNSON
01/30/2017	9143-005
Date	Registration Number



BR	FACEBRICK: BELDEN OR EQUAL
B1	SIZE: MODULAR — COLOR: B1 = "SIENNA BLEND VELOUR A"
C1	ALUMINUM CANOPY SYSTEM (COLOR: GOLD)
C2	ALUMINUM CANOPY TIE-BACK SYSTEM
CM	CORRUGATED METAL PANEL — SEE 3/5.2
C1	— COLOR: C1 = "CITYSCAPE" BY METAL-ERA
D	HOLLOW METAL DOOR — PAINT TO MATCH COLOR OF SURROUNDING MATERIAL
EJ	EXPANSION JOINT, SEE DETAIL 7/4A.1
FB	
C02	— C02 = BULK C02 FILL BOX (EQPM SCHEDULE ITEM 49.00) — BO = BULK OIL FILL BOX (EQPM SCHEDULE ITEM 700.18) — — CONFIRM USE WITH MCD PROJECT MANAGER
GR	GUARD RAIL — SEE SITE PLAN FOR EXACT LOCATION AND LENGTH, SEE 4/A2.1 FOR DETAILS

L	LIGHT FIXTURE (WALL SCONCE) - SEE ELECTRICAL
L1	L1 = UP AND DOWN FIXTURE
	L2 = DOWN ONLY FIXTURE
LE	ACCENT LIGHTING - SEE ELECTRICAL
L1	LED LIGHT:
	L1 = UP AND DOWN FIXTURE
	L2 = DOWN ONLY FIXTURE
	L3 = INTEGRAL CANYON FIXTURE
	L4 = UP ONLY FIXTURE
MJ	TILE MOVEMENT JOINT - 4/45.1 FOR ADDITIONAL INFORMATION, AND 4/2.0 FOR SPECIFICATIONS (MOVEMENT JOINTS MUST BE MAINTAINED OVER TIME w/ NEW SEALANT)
ML	METAL LETTERING - BY OTHERS
MF	METAL FASCIA - COLOR TO MATCH CORRUGATED METAL PANEL - SEE 1/A5.0
	1 - TYPE:
	1 = PRE-FAB ANCHOR-TITE FASCIA
	2 = PRE-FAB CUSTOM ARCADE FASCIA
	3 = PRE-FAB MASONRY CAP FASCIA
PB	PIPE BOLLARD - PAINTED YELLOW
PT	(RWHO) COIN COLLECTOR UNIT #WPT DT2000 STD CALL 1--888-743-7435 TO ORDER

RE	ROOF CAP ELEMENT BY OTHERS
RO	ROOF DRAIN OVERFLOW PIPE PAINT TO MATCH SURROUNDING MATERIAL
S	McDONALD'S SIGNAGE BY OTHERS - UNDER SEPARATE PERMIT.
T1	ALUMINUM TRELLIS SYSTEM
T2	TRELLIS TIE-BACK SYSTEM
T3	ALUMINUM TRELLIS 2" x 8" WALL FASCIA SYSTEM REFER TO SIM. DETAIL 2 ON SHEET A5.0
TL	TYPE SYSTEM - SEE WALL ASSEMBLY 2, DETAIL 4 / 0.0, 3/A5.1, AND 4/A5.1 FOR ADDITIONAL INFORMATION
Wk	EXTERIOR WINDOW ASSEMBLY - TEMPERED GLASS - SEE ASSEMBLY NOTES & FRAME TYPES ON SHEET A6.0
W2	DRIVE-THRU WINDOW BY READY ACCESS, 600 SERIES, 36" SERVICE HEIGHT WITH TRANSOM MANUAL OPEN; ELECTRONIC RELEASE
WX	SLIDE DIRECTION: RL = LEFT TO LEFT LR = RIGHT TO RIGHT